

Amendment to the Claims

1. (currently amended) A computer-based method of implementing rules for
5 decision making in a computerized business process activity in a computerized
rules-based system, comprising:
 providing a first interface in the computerized rules-based system for allowing a
 user to access rule information;
 providing a second interface in the computerized rules-based system for
10 allowing a user to access rule information, the second interface different from the
first interface;
 defining a ruleflow associated with said business process activity, said ruleflow
 having at least one task, wherein a ruleflow represents a series of rule elements;
 based on the way any of associated requirements or specification information
15 are expressed, selecting either the first interface or the second interface to
implement a first ruleset corresponding to the at least one task; and
 implementing the first ruleset using a selected interface, the first ruleset
comprising at least one rule to obtain an associated decision of the business process
 activity.
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2. (previously presented) The computer-based method of claim 1 in which either the
first or second interfaces is a decision table metaphor.
3. (original) The computer-based method of claim 2 in which the act of
25 implementing the ruleset using the decision table metaphor comprises:
 analyzing parameters of the task to determine information elements needed to
make a decision to implement functionality of the at least one task; and
 defining a grid of one or more cells corresponding to the information elements.
- 30 4. (original) The computer-based method of claim 3 in which the grid of one or more
cells comprises:
 a condition cell corresponding to a condition; and
 an action cell corresponding to the condition cell, the action cell comprising an
action that occurs upon satisfying a condition defined for the condition cell.

5. (original) The computer-based method of claim 3 in which each cell in the grid of one or more cells has a defined object type having attributes relating to the function of the cell.

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6. (original) The computer-based method of claim 5 in which a plurality of cell object types are employed in the grid of one or more cells.

7. (original) The computer-based method of claim 3 in which a cell in the grid of one or more cells comprises a formula.

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8. (original) The computer-based method of claim 3 in which a cell in the grid of one or more cells comprises a call to an external function.

9. (original) The computer-based method of claim 3 in which a cell in the grid of one or more cells references an external ruleset.

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10. (original) The computer-based method of claim 3 in which a cell in the grid of one or more cells references another decision table.

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11. (original) The computer-based method of claim 3 in which the grid of one or more cells comprises a multi-column arrangement.

12. (original) The computer-based method of claim 11 in which the multi-column arrangement comprises a plurality of dimensions for cell grids in the grid of one or more cells.

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13. (original) The computer-based method of claim 2 in which the decision table metaphor is an AND decision table.

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14. (original) The computer-based method of claim 13 in which the AND decision table is organized as a traditional AND decision table.

15. (original) The computer-based method of claim 13 in which the AND decision table has an inverted action section organized with a condition section.
16. (original) The computer-based method of claim 2 in which the decision table metaphor is an AND/OR decision table.
17. (original) The computer-based method of claim 2 in which the decision table metaphor is an AND decision table.
18. (previously presented) The computer-based method of claim 1 in which either the first or second interfaces is a tree metaphor.
19. (original) The computer-based method of claim 18 in which the act of implementing the first ruleset using the tree metaphor comprises:
- analyzing parameters of the at least one task to determine parameters to implement functionality of the at least one task; and
- defining a tree of one or more nodes corresponding to the parameters.
20. (original) The computer-based method of claim 19 in which the one or more nodes comprise a node having one or more successor paths based upon evaluation of a condition.
21. (original) The computer-based method of claim 19 in which the one or more nodes comprise a node having one or more successor paths based upon probability factors.
22. (original) The computer-based method of claim 19 in which the one or more nodes comprise a node containing the conclusion of a decision making process.
23. (original) The computer-based method of claim 22 in which the node containing the conclusion of a decision making process comprises an action to apply.

24. (original) The computer-based method of claim 18 in which the tree metaphor is selected from the group consisting of decision tree metaphor, classification tree metaphor, and computation tree metaphor.
- 5 25. (original) The computer-based method of claim 1 in which either the first or second rules metaphor interfaces is a scorecard metaphor.
26. (original) The computer-based method of claim 25 in which the act of
10 implementing the first ruleset using the scorecard metaphor comprises:
analyzing parameters of the task to determine object attributes to implement functionality of the at least one task; and
defining a scorecard having point values assigned to possible object attribute values.
- 15 27. (original) The computer-based method of claim 1 in which either the first or second rules metaphor interfaces is a questionnaire metaphor.
- 20 28. (original) The computer-based method of claim 27 in which the act of implementing the first ruleset using the questionnaire metaphor comprises:
analyzing parameters of the task to define a set of questions to be presented;
and
25 defining follow-up questions for responses to answers to the set of questions.
29. (original) The computer-based method of claim 27 in which the first ruleset is generated based upon the defined set of question and follow-up questions.
- 30 30. (original) The computer-based method of claim 1 in which either the first or second rules metaphor interfaces is a configuration verification metaphor.

31. (original) The computer-based method of claim 27 in which the act of implementing the first ruleset using the configuration verification metaphor comprises:

5 analyzing parameters of the task to identify a set of choice parameters
having
interrelationships; and
defining relationships between members in the set of choice parameters.

32. (original) The computer-based method of claim 31 further comprising:
10 defining individual options for the members in the set of choice parameters.

33. (original) The computer-based method of claim 31 further comprising:
defining an aggregation of options for the members in the set of choice
parameters.

15 34. (original) The computer-based method of claim 31 further comprising:
defining conflicts for the members in the set of choice parameters.

35. (original) The computer-based method of claim 31 further comprising:
20 defining mandatory relationships for the members in the set of choice
parameters.

36. (original) The computer-based method of claim 31 further comprising:
defining recommendations for the members in the set of choice parameters.

25 37. (previously presented) The computer-based method of claim 1 in which either
the first or second interfaces is a state transition diagram metaphor.

38. (previously presented) The computer-based method of claim 1 in which the
30 ruleflow comprises a second task, the method further comprising:

selecting the first interface to implement a second ruleset corresponding to
the second task if the second interface was selected to implement the first ruleset;
and

selecting the second interface to implement a second ruleset

corresponding to the second task if the first interface was selected to implement the first ruleset.

39. (original) The computer-based method of claim 38 in which the second ruleset
5 utilizes the
results of the first ruleset.

40. (currently amended) A computer program product that includes a medium
usable by a processor, the medium having stored thereon a sequence of instructions
10 which, when executed by said processor, causes said processor to execute a
process for implementing rules for decision making in a computerized business
process activity in a computerized rules-based system, said process comprising:
providing a first interface in the computerized rules-based system for allowing a
user to access rule information;
15 providing a second interface in the computerized rules-based system for
allowing a user to access rule information, the second interface different from the
first interface;
defining a ruleflow associated with said business process activity, said ruleflow
having at least one task, wherein a ruleflow represents a series of rule elements;
20 based on the way any of associated requirements or specification information
are expressed, selecting either the first interface or the second interface to
implement a first ruleset corresponding to the at least one task; and
implementing the first ruleset using a selected interface, the first ruleset
comprising at least one rule to obtain an associated decision of the business process
25 activity.

41. (previously presented) The computer program product of claim 40 in which
either the first or second interfaces is a decision table metaphor.

30 42. (original) The computer program product of claim 41 in which the act of
implementing the
ruleset using the decision table metaphor comprises:
analyzing parameters of the task to determine information elements needed to
make a decision to implement functionality of the at least one task; and

defining a grid of one or more cells corresponding to the information elements.

43. (original) The computer program product of claim 42 in which the grid of one or more cells
5 comprises:
a condition cell corresponding to the condition; and
an action cell corresponding to the condition cell, the action cell comprising an action that occurs upon satisfying a condition defined for the condition cell.
- 10 44. (original) The computer program product of claim 42 in which each cell in the grid of one or more cells has a defined object type having attributes relating to the function of the cell.
- 15 45. (original) The computer program product of claim 44 in which a plurality of cell object types are employed in the grid of one or more cells.
46. (original) The computer program product of claim 42 in which a cell in the grid of one or more cells comprises a formula.
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47. (original) The computer program product of claim 42 in which a cell in the grid of one or more cells comprises a call to an external function.
48. (original) The computer program product of claim 42 in which a cell in the grid of one or more cells references an external ruleset.
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49. (original) The computer program product of claim 42 in which a cell in the grid of one or more cells references another decision table.
- 30 50. (original) The computer program product of claim 42 in which the grid of one or more cells comprises a multi-column arrangement.

51. (original) The computer program product of claim 50 in which the multi-column arrangement comprises a plurality of dimensions for cell grids in the grid of one or more cells.
- 5 52. (original) The computer program product of claim 41 in which the decision table metaphor is an AND decision table.
53. (original) The computer program product of claim 52 in which the AND decision table is
- 10 organized as a traditional AND decision table.
54. (original) The computer program product of claim 52 in which the AND decision table has an inverted action section organized with a condition section.
- 15 55. (original) The computer program product of claim 41 in which the decision table metaphor is an AND/OR decision table.
56. (original) The computer program product of claim 41 in which the decision table metaphor is an AND decision table.
- 20 57. (previously presented) The computer program product of claim 40 in which either the first or second interfaces is a tree metaphor.
58. (original) The computer program product of claim 57 in which the act of
- 25 implementing the first ruleset using the tree metaphor comprises:
- analyzing parameters of the at least one task to determine parameters to implement functionality of the at least one task; and
 - defining a tree of one or more nodes corresponding to the parameters.
- 30 59. (original) The computer product program of claim 58 in which the one or more nodes comprise a node having one or more successor paths based upon evaluation of a condition.

60. (original) The computer program product of claim 58 in which the one or more nodes comprise a node having one or more successor paths based upon probability factors.

5 61. (original) The computer program product of claim 58 in which the one or more nodes comprise a node containing the conclusion of a decision making process.

62. (original) The computer program product of claim 61 in which the node containing the conclusion of a decision making process comprises an action to
10 apply.

63. (original) The computer program product of claim 57 in which the tree metaphor is selected
from the group consisting of decision tree metaphor, classification tree metaphor,
15 and
computation tree metaphor.

64. (previously presented) The computer program product of claim 40 in which either the first or second interfaces is a scorecard metaphor.
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65. (original) The computer program product of claim 64 in which the act of implementing the first ruleset using the scorecard metaphor comprises:
analyzing parameters of the task to determine object attributes to implement
functionality of the at least one task; and
25 defining a scorecard having point values assigned to possible object attribute values.

66. (previously presented) The computer program product of claim 40 in which either the first or second interfaces is a questionnaire metaphor.
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67. (original) The computer program product of claim 66 in which the act of implementing the first ruleset using the questionnaire metaphor comprises:
analyzing parameters of the task to define a set of questions to be presented;
and

defining follow-up questions for responses to answers to the set of questions.

68. (original) The computer program product of claim 66 in which the first ruleset is generated based upon the defined set of questions and follow-up questions.

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69. (previously presented) The computer program product of claim 40 in which either the first or second interfaces is a configuration verification metaphor.

70. (original) The computer program product of claim 69 in which the act of implementing the first ruleset using the configuration verification metaphor comprises:

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analyzing parameters of the task to identify a set of choice parameters having interrelationships; and

defining relationships between members in the set of choice parameters.

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71. (original) The computer program product of claim 70 further comprising: defining individual options for the members in the set of choice parameters.

72. (original) The computer program of claim 70 further comprising:

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defining an aggregation of options for the members in the set of choice parameters.

73. (original) The computer program product of claim 70 further comprising:

defining conflicts for the members in the set of choice parameters.

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74. (original) The computer program product of claim 70 further comprising:

defining mandatory relationships for the members in the set of choice parameters.

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75. (original) The computer program product of claim 70 further comprising: defining recommendations for the members in the set of choice parameters.

76. (previously presented) The computer program product of claim 40 in which either the first or second interfaces is a state transition diagram metaphor.

77. (previously presented) The computer program product of claim 40 in which the ruleflow comprises a second task, the method further comprising:

- selecting the first interface to implement a second ruleset
- 5 corresponding to the second task if the second interface was selected to implement the first ruleset; and
- selecting the second interface to implement a second ruleset corresponding to the second task if the first interface was selected to implement the first ruleset.

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78. (original) The computer program product of claim 77 in which the second ruleset utilizes the results of the first ruleset.